

**Amendments to the Claims:**

1. (Currently Amended) A method, comprising:  
 providing a real-time kernel;  
 loading an executable into memory, wherein the memory is allocated for the executable,  
 and wherein the executable is programmed to execute in a WIN32 execution environment;  
 the real-time kernel ~~permitting execution~~ executing of the executable in an emulated  
 WIN32 execution environment, wherein the emulated WIN32 execution environment utilizes an  
 emulated subset of WIN32 execution environment services, and wherein the real-time kernel is  
single threaded; and  
 the executable operating real-time in the emulated WIN32 execution environment.
2. (Original) The method of claim 1, wherein the emulated subset of WIN32 execution  
 environment services comprises a multi-processor support service.
3. (Original) The method of claim 1, wherein the emulated subset of WIN32 execution  
 environment services comprises an inter-processor communication service.
4. (Original) The method of claim 1, wherein the emulated subset of WIN32 execution  
 environment services comprises an interrupt handler.
5. (Original) The method of claim 1, wherein the emulated subset of WIN32 execution  
 environment services comprises an exception handler.
6. (Original) The method of claim 1, wherein the emulated subset of WIN32 execution  
 environment services comprises a memory manager.
7. (Original) The method of claim 1, further comprising the real-time kernel executing  
 on computer hardware, wherein the computer hardware is x86-based architecture computer  
 hardware.

Claims 8-11 (cancelled)

12. (Currently Amended) An apparatus, comprising:

a processor;

a memory; and

a real-time kernel having a subset of WIN32 execution environment services stored in the memory, wherein the real-time kernel ~~permits execution of~~ executes an executable in an emulated WIN32 execution environment on the processor, wherein the executable is programmed to execute in a WIN32 execution environment, wherein the real-time kernel is single threaded and wherein the executable operates real-time in the emulated WIN32 execution environment.

13. (Original) The apparatus of claim 12, wherein the processor is an x86-based architecture processor.

14. (cancelled)

15. (Currently Amended) A method, comprising:

providing a real-time kernel, wherein the real-time kernel is single threaded;

loading an executable into memory, wherein the memory is allocated for the executable, and wherein the executable is programmed to execute in a WIN32 execution environment;

the real-time kernel creating an emulated WIN32 execution environment; ~~which permits execution of~~

executing the executable in an emulated WIN32 execution environment, wherein the emulated WIN32 execution environment utilizes an emulated subset of WIN32 execution environment services; and

the executable operating real-time in the emulated WIN32 execution environment.

16. (Original) The method of claim 15, wherein the emulated subset of WIN32 execution environment services comprises a multi-processor support service.

17. (Original) The method of claim 15, wherein the emulated subset of WIN32 execution environment services comprises an inter-processor communication service.

18. (Original) The method of claim 15, wherein the emulated subset of WIN32 execution environment services comprises an interrupt handler.

19. (Original) The method of claim 15, wherein the emulated subset of WIN32 execution environment services comprises an exception handler.

20. (Original) The method of claim 15, wherein the emulated subset of WIN32 execution environment services comprises a memory manager.

21. (cancelled)

22. (Currently Amended) A computer network, comprising:  
a plurality of processors;  
a memory; and  
a real-time kernel having a subset of WIN32 execution environment services stored in the memory, wherein the real-time kernel ~~permits execution of~~ executes an executable in an emulated WIN32 execution environment on at least one of the plurality of processors, wherein the executable is programmed to execute in a WIN32 execution environment, wherein the real-time kernel is single threaded and wherein the executable operates real-time in the emulated WIN32 execution environment.

23. (Original) The computer network of claim 22, wherein the plurality of processors are x86-based architecture processors.

24. (cancelled)

25. (Currently Amended) A computer network, comprising:  
a plurality of processors;

a plurality of memories corresponding to each of the plurality of processors; and  
 a real-time kernel having a subset of WIN32 execution environment services stored in each of the plurality of memories, wherein the real-time kernel ~~permits execution of~~ executes an executable in an emulated WIN32 execution environment on one of the plurality of processors, wherein the executable is programmed to execute in a WIN32 execution environment, wherein the real-time kernel is single threaded and wherein the executable operates real-time in the emulated WIN32 execution environment.

26. (Original) The computer network of claim 25, wherein the plurality of processors are x86-based architecture processors.

27. (cancelled)

28. (Currently Amended) A method of operating a computer network, comprising:  
 providing a real-time kernel, wherein the real-time kernel is single threaded;  
 loading an executable into memory, wherein the memory is allocated for the executable, and wherein the executable is programmed to execute in a WIN32 execution environment;  
 the real-time kernel ~~permitting execution of~~ executing the executable in an emulated WIN32 execution environment, wherein the emulated WIN32 execution environment utilizes an emulated subset of WIN32 execution environment services; and  
 the executable operating real-time in the emulated WIN32 execution environment.

29. (Currently Amended) A computer-readable medium containing computer instructions for instructing a processor to perform a method of operating an apparatus, the instructions comprising:  
 providing a real-time kernel, wherein the real-time kernel is single threaded;  
 loading an executable into memory, wherein the memory is allocated for the executable, and wherein the executable is programmed to execute in a WIN32 execution environment;  
 the real-time kernel ~~permitting execution of~~ executing the executable in an emulated WIN32 execution environment, wherein the emulated WIN32 execution environment utilizes an emulated subset of WIN32 execution environment services; and

the executable operating real-time in the emulated WIN32 execution environment.

30. (Original) The computer-readable medium of claim 29, wherein the computer hardware is x86-based architecture computer hardware.

31. (cancelled)

32. (Currently Amended) A computer-readable medium containing computer instructions for instructing a processor to perform a method of operating a computer network, the instructions comprising:

providing a real-time kernel, wherein the real-time kernel is single threaded;

the real-time kernel initializing the computer network;

loading an executable into memory, wherein the memory is allocated for the executable, and wherein the executable is programmed to execute in a WIN32 execution environment;

the real-time kernel ~~permitting execution of~~ executing the executable in an emulated WIN32 execution environment, wherein the emulated WIN32 execution environment utilizes an emulated subset of WIN32 execution environment services; and

the executable operating real-time in the emulated WIN32 execution environment.